

AGE OF DISCOVERY

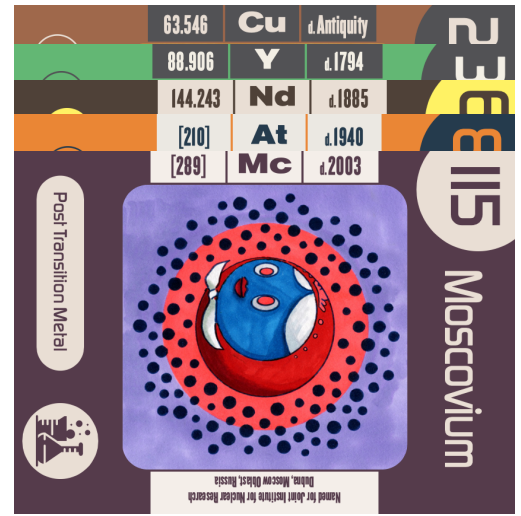
GAME DESIGNER: UUS MAAILM

PLAYERS: 2-4

TIME TO PLAY: 15 MINUTES

AGES: 8 +

OBJECTIVE: Win the most tricks



RULES

Each player gets dealt 7 cards. Players win tricks by playing an element card that was discovered earlier than the other element cards. If both cards have the same date of discovery, the card with the lower atomic number wins.

Plus One Year

If a player plays a card one year after the last card played, that player wins, i.e. if someone plays 1860, and then someone plays 1861, the 1861 card wins

Same Year Play

(a) If a player plays a card with the same year as the previous card played, i.e. 1994 is played after 1884, then the 1994 card will win the trick unless a subsequent player plays another card that ends in a 4, and then they win the trick

(b) Playing the same date card does not apply; if a player plays 1884, and then the next player plays 1884, the card with the lower atomic number wins.

(c) Same Year Play can only be activated on the second play of the hand.

The Stating Rule

When you play your card, you must say the name of the element and the year. If you do not say the name of the element or the year, your card is disqualified, except for use by other players in Same Year Play

After the hand is complete, players are dealt another 7 cards and the game continues. At the end of the deck whoever has the most cards wins.